

FIG. 1

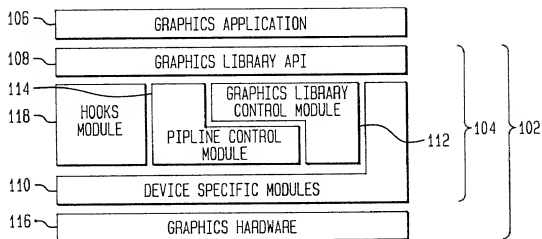


FIG. 2

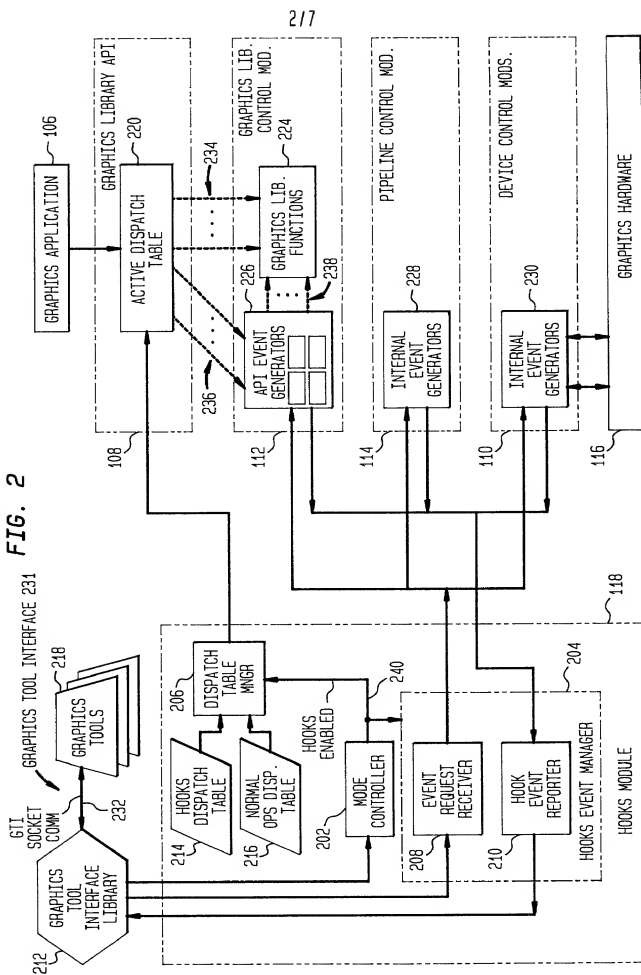


FIG. 3

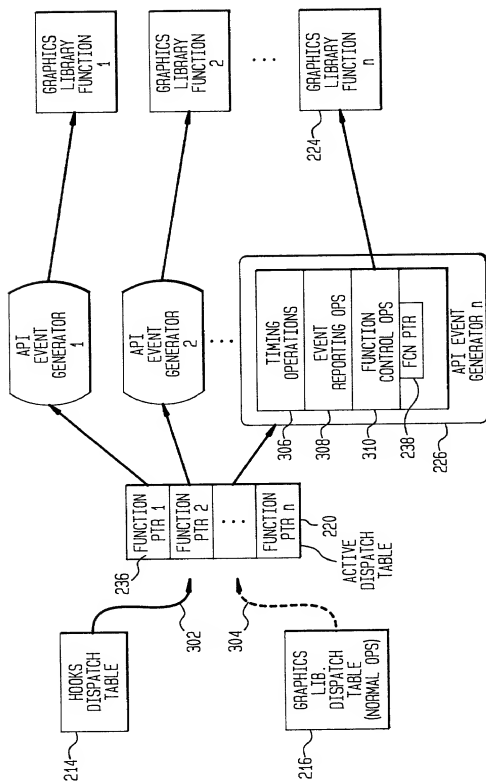


FIG. 4

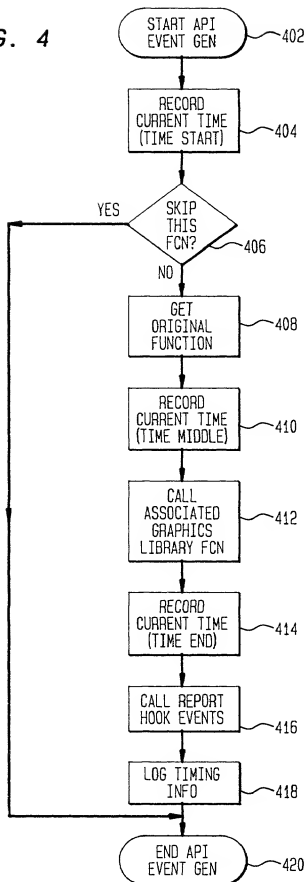


FIG. 5

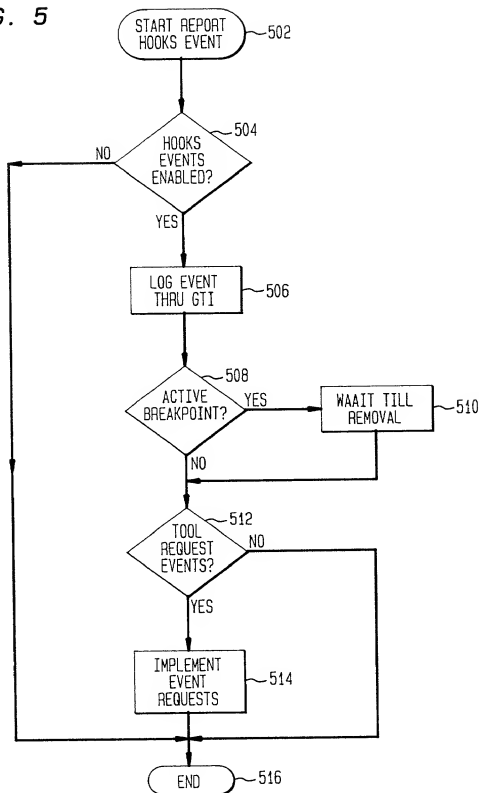


FIG. 6

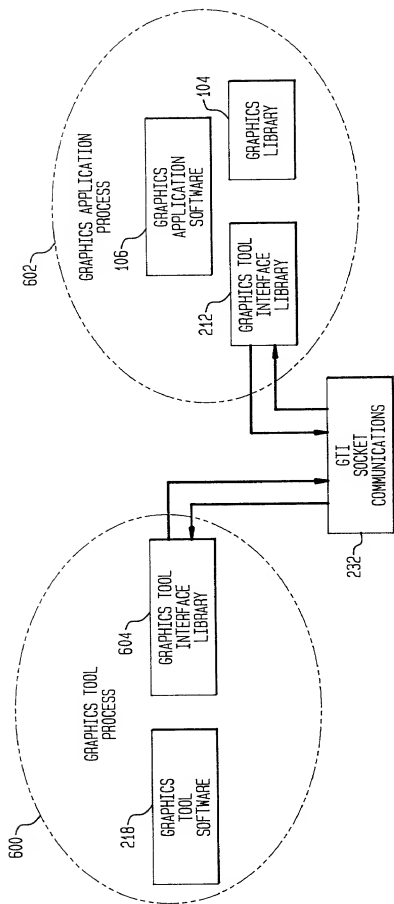


FIG. 7

DEBUG GRAPHICS TOOLCOMPUTER GRAPHICS SYSTEM
WITH HOOKS MODULE

1. STARTUP TOOL
2. ATTACH TO VISLAB

1. STARTUP APPLICATION
2. RUN APPLICATION FOR A WHILE

3. BREAKPOINT SET ON GLBEGIN

3. NEXT CLEAR SCREEN HAPPENS, HOOKS
ENABLED IN OGL LIBRARY (PLUGGED INTO
DISPATCH TABLE), PER-FRAME OPERATIONS
HANDLED
4. APP RUNS FOR A WHILE REPORTING PER-FRAME
OPERATIONS

4. READ BREAK-ENCOUNTER EVENT

5. MANY GLBEGIN FUNCTION CALLS OCCUR
6. NEXT HOOK EVENT HAPPENS, SET
BREAKPOINT EVENT IS READ, GLBEGIN EVENT
IS ENABLED, AND BREAK SET

5. SEND BREAK-CONTINUE EVENT

7. NEXT GLBEGIN HAPPENS SEND BREAK-
ENCOUNTER EVENT

6. READ BREAK-ENCOUNTER EVENT
LOOK AT STATE, ETC...

8. LOOP UNTIL BREAK-CONTINUE SEND BREAK-
ENCOUNTER EVENT

7. SEND BREAK-CLEAR EVENT

9. NEXT GLBEGIN HAPPENS

10. LOOP UNTIL BREAK-CLEAR

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